

**IN THE DRAWINGS:**

**Please enter** the three sheets of replacement drawings that are attached to this Amendment (Figures 1, 5A, and 5B)

## REMARKS

The Office Action of July 20, 2007 has been received and its contents carefully considered.

The present Amendment revises the claims to improve their form under US claim-drafting practice and to correct inadvertent informalities. The Amendment also adds new dependent claims 14-17 to further protect the invention. It is noted that claims 14 and 16 provide that the “triggered events” occur both at random and in response to play of the game. These claims are supported (for example) by the paragraph bridging pages 5 and 6 of the application and by the paragraph at page 8, lines 5-15. New claim 15 provides that the “user control interface” of claim 1 comprises “a plurality of manually operable keys.” This is supported (for example) by the paragraph at page 4, line 4-7. New claim 17 provides that a computer-readable medium stores the method combined with a game of claim 8.

The present Amendment also forwards corrected drawings for Figures 1, 5A, and 5B, in response to the objection in section 1 of the Office Action.

Turning now to the claim objections in sections 2 and 3 of the Office Action, the revisions to claim 1 include correcting “procude” to “produce.” In addition, the revisions to claims 8-13 make it clear that it is a method that is being claimed.

Turning next to section 5 of the Office Action, which rejects the claims for a non-statutory subject matter, it is noted that Figure 1 of the application’s drawings shows a playing platform 100. The present Amendment revises the preambles of the independent claims to recite that the game combined with a learning system of claim 1, as well as the learning method combined with a game of claim 8, are “actuated in a playing platform.” It is respectfully submitted that this provides physical structure, and also a relationship with what is recited in the bodies of the claims. Accordingly, the rejection under 35 USC 101 should be withdrawn.

In addition, claim 1 recites a “user control interface,” and new claim 15 adds that it has manually operable keys. This is physical structure. Finally, new claim 17 is directed to a computer-readable medium, which is also physical. It is respectfully submitted that these claims are directed to patentable subject matter even apart from the above-noted revisions to the preambles of the independent claims.

Section 7 of the Office Action, rejects all of the claims for anticipation by US patent 6,435,877 to Wasowicz. For the reasons discussed below, however, it is respectfully submitted that the inventions defined by the independent claims are patentable over this reference.

The present application discloses how to make learning a language easier. This is accomplished by supplementing the lessons with a game, thereby permitting a person to learn a language in a relaxing and enjoyable learning environment.

Claims 1 and 8 (as currently amended) are reproduced below, with emphasis added:

1. A computer game combined with a progressive language learning system, which is activated in a playing platform and comprises:

a playing module that provides a playing process according to a predetermined playing mode, and receives operation control commands from a user to execute the playing process, comprising:

a playing element database that stores playing elements needed by said playing process of said playing mode; and

a playing operating unit that receives said operation control commands for the playing process and then retrieves at least one playing element from said playing element database to produce said corresponding playing process;

a user control interface that provides said operation control commands for the playing process and a learning process;

a event triggering module, requesting a corresponding learning process according to a triggered event produced during the playing process; and

a learning module that provides the learning process according to a predetermined learning mode and receives the operation control commands to execute said learning process, comprising:

a language element database that stores language elements needed by said learning process of said learning mode;

a learning executing unit, responsive to said triggered event, that retrieves at least one language element to produce said corresponding learning process and receives said operation control commands for said learning process; and

a learning adjustment unit that adjusts said playing mode and said learning mode according to a learning and evaluation record.

8. A progressive language learning method combined with a computer game, which is activated in a playing platform and comprises the steps of:

activating a game and determine a playing mode and a learning mode;

executing game initialization and starting a playing process;

activating said learning mode and executing a corresponding learning process when a triggered event occurs;

recording and evaluating learning records in said learning process, and storing the learning records; and

adjusting said learning mode and said playing mode instantaneously according to said learning records.

The Office Action takes the position that Wasowicz discloses both a playing module and a learning module. Applicants respectfully disagree. What the reference discloses is training tools disguised as games, so that a child who plays the games can improve his linguistic skills without even realizing it (see column 6 of the reference, lines 56-64). It is respectfully submitted that training programs disguised as games are different from a game module and a learning module (claim 1), and different from a playing mode and a learning mode (claim 8).


The Office Action, referring to Figure 15 of the reference, also takes the position that Wasowicz discloses an event triggering module. Again, Applicants respectfully disagree. What Figure 15 discloses is adjustment of the level of difficulty of the training materials. There is no disclosure or suggestion of an event training module that requests a learning process from a learning module when a triggered event occurs during a playing process provided by a playing module.

Since the reference neither discloses nor suggests the features that are underlined in the claim language quoted above, it is respectfully submitted that the rejection should be withdrawn.

The remaining claims depend from the independent claims discussed above and recite additional limitations to further define their inventions, so they are patentable along with their independent claims and need not be further discussed.

For the foregoing reasons, it is respectfully submitted that this application is in condition for allowance. Reconsideration of the application is therefore respectfully requested.

Respectfully submitted,



Allen Wood  
Registration No. 28,134  
Rabin & Berdo, P.C.  
Customer No. 23995  
(202) 326-0222 (telephone)  
(202) 408-0924 (facsimile)

AW/ng